IN THE CLAIMS

1. (currently amended) An information processing method comprising the steps of:

selecting a predetermined letter from a plurality of letters;

displaying ~~an~~ a first object formed by adding a visual effect on the selected letter;

displaying a second predetermined object ~~which is moved in accordance with a user's instruction.~~;

accepting a user's instruction for moving the second object;

relatively moving and displaying the first and second objects;

comparing display positions between the ~~predetermined~~ first object and the second object after the step of relatively moving the first and second objects ~~to which the visual effect is added~~; and

making a judgment based on a result of the comparing step.

2. (original) The method according to claim 1, wherein the plurality of letters is formed from a text data.

3. (currently amended) The method according to claim 1, further comprising the step of:

arranging the first object ~~to which the visual effect is added~~ in a line with one or more additional objects formed from the plurality of letters, and ~~displaying~~ scrolling the object ~~with being moved by scrolling~~ together with the one or more additional objects arranged in the line.

4. (original) The method according to Claim 1, wherein the plurality of letters is formed from an audio data.

5. (original) The method according to claim 4, wherein the audio data is a musical sound.

6. (currently amended) A storage medium having recorded therein an information processing program to be executed on a computer, wherein the information processing program comprising the steps of:

selecting a predetermined letter from a plurality of letters;

arranging ~~the~~ a first object formed by adding a visual effect on the selected letter ~~in a line~~, ~~and~~ displaying the first object ~~with being moved~~ , and moving the first object together with one or more additional objects formed from the plurality of letters by scrolling the first object and the one or more additional objects;

displaying ~~an~~ a second predetermined object which is moved in accordance with a user's instruction; ~~and~~

comparing display positions between the second predetermined object and the first object; and

making a judgment based on a result of the comparing step.

7. (currently amended) A terminal device comprising:

storing means for storing an information processing program;

selecting means for selecting a set of one or more predetermined ~~letter~~ letters from a plurality of letters and forming ~~an~~ a first object by adding a visual effect on ~~the selected letter, or~~

~~making letters corresponding to audio data and forming an object by adding the visual effect on~~ the set of one or more predetermined letters, according to the information processing program;

first display-control means for displaying the first object ~~to which the visual effect is added on displaying means with being moved~~ and moving the first object together with one or more additional objects formed from the plurality of letters by scrolling the first object and the one or more additional objects;

second display-control means for displaying a second predetermined object which is moved in accordance with operation by operating means on the displaying means; ~~and~~

comparing means for comparing display positions between the predetermined object and the object to which the visual effect is added; and

judgment means for making a judgement based on a result provided by the comparing means.

8. (original) The terminal device according to Claim 7, further comprising;

communication means for downloading the information processing program from a predetermined server machine into the storing means.

9. (currently amended) The terminal device according to ~~Claim~~ claim 7, further comprising;

game difficulty setting means for setting a degree of game difficulty, and

wherein the ~~object forming~~ selecting means reduces the number of the selected letters from the plurality of letters in response to the set degree to form the object to which the visual effect is added.

10. (currently amended) The terminal device according to claim 7, wherein the second display-control means changes an appearance of the second predetermined object in accordance with ~~comparison result of the comparing means~~ the judgment.

11. (currently amended) The terminal device according to claim 7, further comprising:

third display-control means for displaying the ~~comparison~~ result ~~of~~ provided by the comparing means on the display means.

12. (currently amended) A terminal device comprising:

a storing unit for storing an information processing program;

a selecting unit for selecting a set of one or more predetermined ~~letter~~ letters from a plurality of letters and forming ~~an~~ first object by adding a visual effect ~~on the selected letter, or making letters corresponding to audio data and forming an object by adding the visual effect~~ on the set of one or more predetermined letters, according to the information processing program;

a first display-control unit for displaying the first object ~~to which the visual effect is added on displaying unit with being moved~~ and moving the first object together with one or more additional objects formed from the plurality of letters by scrolling;

a second display-control unit for displaying a second predetermined object which is moved in accordance with operation by operating unit on the displaying unit; ~~and~~

a comparing unit for comparing display positions between the second predetermined object and the first object ~~to which the visual effect is added~~; and

a judging unit for making a judgement based on a result provided by the comparing unit.

13. (currently amended) A network game system comprising:

a terminal device including ~~which comprises~~:

selecting means for selecting a predetermined letter from a plurality of letters or from forming means for forming letters corresponding to audio data~~;~~,

object forming means for forming ~~an~~ a first object by adding a visual effect on the predetermined letter~~;~~,

first display-control means for arranging the first object ~~to which the visual effect is added~~ in a line together with one or more additional objects formed from the plurality of letters or forming means, and displaying the first object on a display means ~~with being moved~~ by scrolling the first object and the one or more additional objects~~;~~,

second display-control means for display a second predetermined object which is moved in accordance with a user's instruction;

comparing means for comparing display position between the predetermined object and the object to which the visual effect is added~~;~~, and

transmitting means for transmitting the comparison result via a predetermined network~~;~~; and

~~the~~ a server machine which is connected to the predetermined network and transmits to the terminal device at least one of an aggregation result of scores after ~~the~~ an aggregation of ~~the~~ comparison ~~result~~ results received from the terminal device or ~~the~~ predetermined contents in accordance with the comparison result received from the terminal device.

14. (currently amended) ~~An~~ A computer executing an information processing program ~~to be executed on a computer~~, wherein the information processing program ~~comprises~~ performs the steps of:

selecting a predetermined letter from a plurality of letters;

arranging ~~the~~ a first object formed by adding visual effect on the selected letter in a line~~,~~;

~~and~~

displaying the first object together with one or more additional objects formed from the plurality of letters ~~being moved~~ by scrolling;

displaying ~~an~~ a second predetermined object which is moved in accordance with a user's instruction; ~~and~~

comparing display positions between the second predetermined object and the first object ~~to which the visual effect is added~~; and

making a judgment based on a result of the comparing step.

15. (new) The information processing method according to claim 1, further comprising the step of:

changing a state of motion of the second predetermined object in accordance with the user's instruction.

16. (new) The information processing method according to claim 1, further comprising the step of:

notifying the user of the judgement.

17. (new) The information processing method according to claim 1, further comprising the step of:

changing an appearance of the second predetermined object in accordance with the judgment.

18. (new) The information processing method according to claim 1, further comprising the step of:

determining as a result of the judgment that both the first and second objects have collided, when the display positions of the first object and the second predetermined object are within a predetermined distance.

19. (new) The information processing method according to claim 1, wherein the user's instruction for moving the second predetermined object causes the second predetermined object to execute a jumping movement.